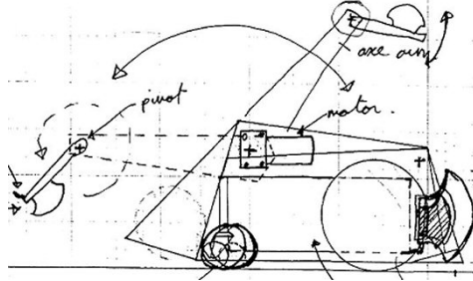


Calvary Salt Lake

RoboWarz Rules

Friday, July 12th, 2019 - 6:30pm



The Arena

The Arena is 16 ft x 16 ft with 5.5" sides and will be equipped with the following hazards:

- 1) "Jaws" - Circular saw blade (non-carbide) that protrudes 3" above the floor
- 2) "Fallout" - Trap door 36"x36" that opens during combat.
- 3) "Buzz saw" - Chain saw blade 3"x12" that protrudes vertically
- 4) "Wrecker" - (10 lb. bowling ball) swinging from ceiling 1" above the surface.
- 5) "The Hammer" - 8 lb Sledge (operated by opponent)
- 6) "Batter up" - Spinning arm 24" (12" center axis) 1" above the surface.
- 7) "Buford" - the Butane Blowtorch shoots a 4" 2,600 °F flame capable of melting most metals.
- 8) "The Hill" - a 24"x24" platform 6" high accessible by two 24"x16" ramps on each end. (@1/8^{inch} lip)

"The Hill" will only be implemented for "Overtime" battles.

The Rules

- All robots must be remote controlled and battery operated (no combustion engines or electrical cords.)
- No projectile, chemical, or flame weapons.
- Robots rendered immobile or inactive will be considered defeated.
- No carbide-tipped Blades (Carbide tips could break off and cause an injury.)
- Fully assembled Robot must not exceed 25lbs and must fit within a 30"x30"x30" box.
- 3 or more robots will compete per battle. (Contestants drawn randomly if remote frequencies (Hz) allow.)
- Last robot in arena that is still mobile wins the battle or after 5 min. robot who is "king of the hill" for 10 sec.
- Each battle will award points: 1st place = 3 pts, 2nd place = 2 pts, 3rd place = 1 pt, 4th place = 0 pt
- Each contestant will compete in at least 3 battles unless their robot is permanently disabled.
- Each contestant's battle points will be added up and the top 4 will compete in the final battle.
- Style and Engineering points will be judged by fellow contestants for a separate "**Best Bot**" award.
 - **Style** includes: theme, decoration, costumes, anything fun that says "Yes, I'm here!"
 - **Engineering** includes: function, weapons, problem solving, defensive systems, it says "Genius!"

Battles start at 7pm Check-in at 6:30pm

